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**CLAIM AMENDMENTS**

1. (Currently amended) A method of moving an object on a drag plane in a virtual three dimensional (3D) space, comprising:  
selecting the object at an initial location using a first cursor;  
hiding the first cursor from view;  
causing the object to act as a second cursor;  
moving the second cursor from the initial location to a final location to move the object  
to the final location, moving the second cursor to the final location further  
comprising;  
generating a reference plane extending through the initial location;  
projecting movement of the first cursor from the initial location to an interim point on  
the reference plane;  
projecting the first cursor from the interim point on the reference plane to a the final  
location the drag plane; and  
rendering the object on the drag plane at the final location
2. (Currently amended) The method of claim 1, wherein projecting the first cursor from  
the interim point comprises rotating the reference plane onto the drag plane.
3. (Previously presented) The method of claim 1, further comprising:  
calculating a first angle between a line of sight and the drag plane, wherein the line of  
sight is a line from a virtual camera to the object; and  
determining a drag angle by using a larger angle of the first angle and a predetermined  
minimum angle.
4. (Previously presented) The method of claim 3, wherein the reference plane is  
generated using the drag angle.
5. (Original) The method of claim 3, wherein the drag angle is measured from the line of  
sight to the reference plane.

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6. (Original) The method of claim 3, wherein the predetermined minimum angle is 30 degrees.

7. (Canceled) Please cancel Claim 7 without prejudice.

8. (Currently amended) The method of claim 1 7, further comprising:  
deselecting the object; and  
rendering the first cursor following deselecting.

9. (Currently amended) The method of claim 8, further comprising: moving the first cursor to the initial location of the object, wherein the first cursor is displayed at the initial location of the object.

10. (Original) The method of claim 1, wherein a virtual camera moves to keep the object in a user's view.

11. (Currently amended) An apparatus for moving an object on a drag plane in a virtual three dimensional (3D) space, comprising:  
a memory that stores executable instructions; and  
a processor that executes the instructions to:  
select the object at an initial location using a first cursor;  
hide the first cursor from view;  
cause the object to act as a second cursor;  
move the second cursor from the initial location to a final location to move the object to the final location, moving the second cursor to the final location further comprising;  
generate a reference plane extending through the initial location;  
project movement of the first cursor from the initial location to an interim point on the reference plane;  
project the first cursor from the interim point on the reference plane to a the final location the drag plane; and

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render the object on the drag plane at the final location

12. (Currently amended) The apparatus of claim 11, wherein the processor executes instructions to rotate the first cursor from the reference plane onto the drag plane.

13. (Previously presented) The apparatus of claim 12, wherein the processor executes instructions to:  
calculate a first angle between a line of sight and the drag plane, wherein the line of sight is a line from a virtual camera to the object; and  
determine a drag angle by using a larger angle of the first angle and a predetermined minimum angle.

14. (Previously presented) The apparatus of claim 13, wherein the reference plane is generated using the drag angle.

15. (Original) The apparatus of claim 13, wherein the drag angle is measured from the line of sight to the modified drag plane.

16. (Original) The apparatus of claim 13, wherein the predetermined minimum angle is 30 degrees.

17. (Canceled) Please cancel Claim 17 without prejudice.

18. (Currently amended) The apparatus of claim 11 ~~17~~, wherein the processor executes instructions to:  
deselect the object; and  
render the first cursor following deselecting.

19. (Currently amended) The apparatus of claim 18, wherein the processor executes instructions to: move the first cursor to the initial location of the object, wherein the first cursor is displayed at the initial location of the object.

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20. (Original) The apparatus of claim 11, wherein a virtual camera moves to keep the object in a user's view.

21. (Currently amended) An article comprising a machine readable medium that stores executable instructions for moving an object on a drag plane in a virtual three dimensional (3D) space, the instructions causing a machine to:

select the object at an initial location using a first cursor;

hide the first cursor from view;

cause the object to act as a second cursor;

move the second cursor from the initial location to a final location to move the object to the final location, moving the second cursor to the final location further comprising;

generate a reference plane extending through the initial location;

project movement of the first cursor from the initial location to an interim point on the reference plane;

project the first cursor from the interim point on the reference plane to a the final location the drag plane; and

render the object on the drag plane at the final location

22. (Currently amended) The article of claim 21, wherein projecting the first cursor from the interim point comprises rotating the reference plane onto the drag plane.

23. (Previously presented) The article of claim 21, further comprising instructions that cause the machine to:

calculate a first angle between a line of sight and the drag plane, wherein the line of sight is a line from a virtual camera to the object; and

determine a drag angle by using a larger angle of the first angle and a predetermined minimum angle.

24. (Previously presented) The article of claim 23, wherein the reference plane is

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generated using the drag angle.

25. (Original) The article of claim 23, wherein the drag angle is measured from the line of sight to the modified drag plane.

26. (Original) The article of claim 23, wherein the predetermined minimum angle is 30 degrees.

27. (Canceled) Please cancel Claim 27 without prejudice.

28. (Currently amended) The article of claim 21 ~~27~~, further comprising instructions that cause the machine to:  
deselect the object; and  
render the first cursor following deselecting.

29. (Currently amended) The article of claim 28, further comprising instructions that cause the machine to move the first cursor to the initial location of the object, wherein the first cursor is displayed at the initial location of the object.

30. (Original) The article of claim 21, wherein a virtual camera moves to keep the object in a user's view.